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17 6,405,364	Building techniques in a development architecture framework
18 6,370,573	System, method and article of manufacture for managing an environment of a development architecture framework

19 6,324,647 ⅉ System, method and article of manufacture for security management in a development architecture framework

20 6,256,773 ⅉ System, method and article of manufacture for configuration management in a development architecture framework

21 6,144,953 ⅉ Time-constrained inference strategy for real-time expert systems

22 6,117,180 ⅉ Hardware-software co-synthesis of heterogeneous distributed embedded systems for low overhead fault tolerance

23 5,631,825 ⅉ Operator station for manufacturing process control system

24 5,495,471 ⅉ System and method for restoring a telecommunications network based on a two prong approach

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Hashtrudi Zad, S.; Kwong, R.H.; Wonham, W.M.;
Automatic Control, IEEE Transactions on
Volume 50, Issue 7, July 2005 Page(s):1010 - 1015
Digital Object Identifier 10.1109/TAC.2005.851444

AbstractPlus | Full Text: PDF(296 KB)   IEEE JNL
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☐   2. **Goals and functions of the human body: an MFM model for fault diagnosis**
Larsson, J.E.; Hayes-Roth, B.; Gaba, D.M.;
Systems, Man and Cybernetics, Part A, IEEE Transactions on
Volume 27, Issue 6, Nov. 1997 Page(s):758 - 765
Digital Object Identifier 10.1109/3468.634639

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☐   3. **Time-constrained failure diagnosis in distributed embedded systems: application to actuato**
Kandasamy, N.; Hayes, J.P.; Murray, B.T.;
Parallel and Distributed Systems, IEEE Transactions on
Volume 16, Issue 3, Mar 2005 Page(s):258 - 270
Digital Object Identifier 10.1109/TPDS.2005.37

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☐   4. **An integrated technique for test vector selection and test scheduling under test time constr**
Edbom, S.; Larsson, E.;
Test Symposium, 2004. 13th Asian
15-17 Nov. 2004 Page(s):254 - 257
Digital Object Identifier 10.1109/ATS.2004.24

AbstractPlus | Full Text: PDF(128 KB)   IEEE CNF
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☐   5. **Time-constrained failure diagnosis in distributed embedded systems**
Kandasamy, N.; Hayes, J.P.; Murray, B.T.;
Dependable Systems and Networks, 2002. Proceedings. International Conference on
23-26 June 2002 Page(s):449 - 458
Digital Object Identifier 10.1109/DSN.2002.1028930

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☐   6.
An architecture for time-limited model based diagnosis

Aldea, A.; Chantler, M.J.;
Intelligent Fault Diagnosis - Part 2: Model-Based Techniques. IEE Colloquium on
26 Feb 1992 Page(s):7/1 - 7/4

AbstractPlus | Full Text: PDF(196 KB)   IEE CNF

7. A method for trading off test time, area and fault coverage in datapath BIST synthesis
Berthelot, D.; Flottes, M.L.; Rouzeyre, B.;
European Test Workshop, 2000. Proceedings. IEEE
23-26 May 2000 Page(s):133 - 139
Digital Object Identifier 10.1109/ETW.2000.873790

AbstractPlus | Full Text: PDF(508 KB)   IEEE CNF
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8. A framework to design a distributed diagnosis in FMS
Toguyeni, A.K.A.; Craye, E.; Gentina, J.C.;
Systems, Man, and Cybernetics, 1996., IEEE International Conference on
Volume 4, 14-17 Oct. 1996 Page(s):2774 - 2779 vol.4
Digital Object Identifier 10.1109/ICSMC.1996.561379

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1 The HiPAC project: combining active databases and timing constraints   ▬
   M. J. Carey, M. Livny, R. Jauhari
   March 1988 **ACM SIGMOD Record**, Volume 17 Issue 1
   Publisher: ACM Press
   Full text available: pdf(1.39 MB)   Additional Information: full citation, abstract, citings, index terms

   The HiPAC (High Performance ACtive database system) project addresses two critical
   problems in time-constrained data management: the handling of timing constraints in
   databases, and the avoidance of wasteful polling through the use of situation-action rules
   that are an integral part of the database and are monitored by DBMS's condition monitor.
   A rich knowledge model provides the necessary primitives for definition of timing
   constraints, situation-action rules, and precipitating events. The ...

2 Special issue: AI in engineering   ▬
   D. Sriram, R. Joobbani
   April 1985 **ACM SIGART Bulletin**, Issue 92
   Publisher: ACM Press
   Full text available: pdf(8.79 MB)   Additional Information: full citation, abstract

   The papers in this special issue were compiled from responses to the announcement in the
   July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The
   interest being shown in this area is reflected in the sixty papers received from over six
   countries. About half the papers were received over the computer network.

3 The consensus problem in fault-tolerant computing   ▬
   Michael Barborak, Anton Dahbura, Minoslaw Malek
   June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2
   Publisher: ACM Press
   Full text available: pdf(4.80 MB)   Additional Information: full citation, references, citings, index terms

   Keywords: Byzantine agreement, consensus problem, decision theory, processor
   membership, system diagnosis

4 An agent architecture to fulfill real-time requirements   ▬
   Ignacio Soto, Mercedes Garijo, Carlos A. Iglesias, Manuel Ramos
   June 2000 **Proceedings of the fourth international conference on Autonomous agents**
   Publisher: ACM Press
   Full text available: pdf(790.59 KB)   Additional Information: full citation, references, citings, index terms

5　Fault-tolerant task management and load re-distribution on massively parallel hypercube systems
I. Ahmad, A. Ghafoor
December 1992 **Proceedings of the 1992 ACM/IEEE conference on Supercomputing**
Publisher: IEEE Computer Society Press
Full text available: pdf(1.16 MB)　　Additional Information: full citation, references, index terms

6　Software engineering for real-time: a roadmap
Hermann Kopetz
May 2000 **Proceedings of the Conference on The Future of Software Engineering**
Publisher: ACM Press
Full text available: pdf(1.03 MB)　　Additional Information: full citation, references, citings, index terms

　　Keywords: composability, distributed systems, real-time systems, system architecture, validation

7　Integrated network computing models, programming modes and software tools
V. K. Murthy, E. V. Krishnamurthy
February 1998 **Proceedings of the 1998 ACM symposium on Applied Computing**
Publisher: ACM Press
Full text available: pdf(698.60 KB)　Additional Information: full citation, references, index terms

8　Human-Computer Interaction in the Control of Dynamic Systems
William B. Rouse
March 1981 **ACM Computing Surveys (CSUR),** Volume 13 Issue 1
Publisher: ACM Press
Full text available: pdf(2.77 MB)　Additional Information: full citation, abstract, references, citings, index terms

　　Modes of human-computer interaction in the control of dynamic systems are discussed, and the problem of allocating tasks between human and computer considered. Models of human performance in a variety of tasks associated with the control of dynamic systems are reviewed. These models are evaluated in the context of a design example involving human-computer interaction in aircraft operations. Other examples include power plants, chemical plants, and ships.

　　Keywords: aircraft, control, dynamic systems, human-computer interaction, mathematical models, system design, task analysis

9　Software testing: Testing real-time embedded software using UPPAAL-TRON: an industrial case study
Kim G. Larsen, Marius Mikucionis, Brian Nielsen, Arne Skou
September 2005 **Proceedings of the 5th ACM international conference on Embedded software EMSOFT '05**
Publisher: ACM Press
Full text available: pdf(177.70 KB)　Additional Information: full citation, abstract, references, index terms

　　UPPAAL-TRON is a new tool for model based online black-box conformance testing of real-

time embedded systems specified as timed automata. In this paper we present our experiences in applying our tool and technique on an industrial case study. We conclude that the tool and technique is applicable to practical systems, and that it has promising error detection potential and execution performance.

Keywords: black-box testing, control software, embedded systems, online testing, real-time systems

10 <u>Minimizing total completion time on uniform machines with deadline constraints</u>

Teofilo F. Gonzalez, Joseph Y.-T. Leung, Michael Pinedo
January 2006 **ACM Transactions on Algorithms (TALG)**, Volume 2 Issue 1
Publisher: ACM Press
Full text available: <u>pdf(437.49 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Consider n independent jobs and m uniform machines in parallel. Each job has a processing requirement and a deadline. All jobs are available for processing at time t = 0. Job j must complete its processing before or at its deadline and preemptions are allowed. A set of jobs is said to be *feasible* if there exists a schedule that meets all the deadlines. We present a polynomial-time algorithm that given a feasible set of jobs, constructs a schedule that mi ...

Keywords: Mean flow time, deadline constraints, polynomial-time algorithms, uniform machines

11 <u>On satisfying timing constraints in hard-real-time systems</u>

Jia Xu, David Lorge Parnas
September 1991 **ACM SIGSOFT Software Engineering Notes , Proceedings of the conference on Software for citical systems SIGSOFT '91**, Volume 16 Issue 5
Publisher: ACM Press
Full text available: <u>pdf(1.77 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

12 <u>A hybrid procedural/deductive executive for autonomous spacecraft</u>

Barney Pell, Edward B. Gamble, Erann Gat, Ron Keesing, James Kurien, William Millar, P. Pandurang Nayak, Christian Plaunt, Brian C. Williams
May 1998 **Proceedings of the second international conference on Autonomous agents**
Publisher: ACM Press
Full text available: <u>pdf(1.23 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

13 <u>Session 5: Two processor scheduling with real release times and deadlines</u>

Hui Wu, Joxan Jaffar
August 2002 **Proceedings of the fourteenth annual ACM symposium on Parallel algorithms and architectures**
Publisher: ACM Press
Full text available: <u>pdf(157.43 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In a hard real-time system, critical tasks are subject to timing constraints such as release times and deadlines. All timing constraints must be satisfied when tasks are executed. Nevertheless, given a set of tasks, finding a feasible schedule which satisfies all timing constraints is NP-complete even on one processor.In this paper, we study the following special non-pre-emptive two processor scheduling problem: Given a set of UET (Unit Execution Time) tasks with arbitrary precedence constraints ...

Keywords: feasible schedule, release time and deadline, successor-tree-consistency, task

scheduling

14 <u>CPU reservations and time constraints: efficient, predictable scheduling of</u> <u>independent activities</u>
Michael B. Jones, Daniela Roşu, Marcel-Cătălin Roşu
October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5
Publisher: ACM Press
Full text available: <u>pdf(2.25 MB)</u>　　　Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

15 <u>Maximizing rewards for real-time applications with energy constraints</u>
Cosmin Rusu, Rami Melhem, Daniel Mossé
November 2003 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 2 Issue 4
Publisher: ACM Press
Full text available: <u>pdf(278.42 KB)</u>　　Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

New technologies have brought about a proliferation of embedded systems, which vary from control systems to sensor networks to personal digital assistants. Many of the portable embedded devices run several applications, which typically have three constraints that need to be addressed: *energy*, *deadline*, and *reward*. However, many of these portable devices do not have powerful enough CPUs and batteries to run all applications within their deadlines. An optimal scheme would allo ...

Keywords: Power management, operating systems, real-time, reward-based, scheduling

16 <u>Real time properties: Dual face phased array radar scheduling with multiple</u> <u>constraints</u>
Qiuhua Cao, John A. Stankovic
September 2005 **Proceedings of the 5th ACM international conference on Embedded software EMSOFT '05**
Publisher: ACM Press
Full text available: <u>pdf(555.14 KB)</u>　　Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Tasks in many real-time applications can be scheduled by variations of rate monotonic or earliest deadline first algorithms. When this is possible, it is satisfying to have formal analysis and performance bounds underlying the use of these algorithms. However, in many applications the simultaneous set of constraints that must be satisfied makes these traditional solutions unsuitable. Practical solutions for these more complicated applications are important. In this paper we develop a novel integ ...

Keywords: dual phased array radars systems, heuristic algorithms, performance, real time systems, resource allocations, scheduling

17 <u>Advances in embedded software scheduling techniques: Synthesis of real-time</u> <u>embedded software with local and global deadlines</u>
Pao-Ann Hsiung, Cheng-Yi Lin
October 2003 **Proceedings of the 1st IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**
Publisher: ACM Press
Full text available: <u>pdf(91.32 KB)</u>　　Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

Current methods cannot synthesize real-time embedded software applications when the global deadline of a task is shorter than the total of all local deadlines along a critical path

in the task. This creates unnecessary modeling limitations which directly affect the types of systems synthesizable. We propose a *quasi-dynamic scheduling* algorithm for simultaneously guaranteeing both local and global deadlines, while satisfying all precedence constraints among subtasks and among tasks. Throug ...

Keywords: code generation, quasi-dynamic scheduling, real-time embedded software, real-time petri nets, software synthesis

18 Scheduling tasks with ready times and deadlines to minimize average error

W. Shih, J. S. W. Liu, J. Chung, D. W. Gillies
July 1989 **ACM SIGOPS Operating Systems Review**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: 🗎 pdf(749.44 KB)   Additional Information: full citation, abstract, index terms

We consider here the problem of scheduling tasks each of which is logically decomposed into a mandatory subtask and an optional subtask. The mandatory subtask must be executed to completion in order to produce an acceptable result. The optional subtask begins after the mandatory subtask is completed and refines the result in order to reduce the error in the result. If the available processor time is insufficient, the optional subtask can be left incompleted. The error in the result of a ...

19 On being optimistic about real-time constraints

Jayant R. Haritsa, Michael J. Carey, Miron Livny
April 1990 **Proceedings of the ninth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**
Publisher: ACM Press

Full text available: 🗎 pdf(1.48 MB)   Additional Information: full citation, abstract, references, citings, index terms

Performance studies of concurrency control algorithms for conventional database systems have shown that, under most operating circumstances, locking protocols outperform optimistic techniques. Real-time database systems have special characteristics - timing constraints are associated with transactions, performance criteria are based on satisfaction of these timing constraints, and scheduling algorithms are priority driven. In light of these special characteristics, results regarding the per ...

20 Scheduling: Model-based run-time monitoring of end-to-end deadlines

Jaswinder Ahluwalia, Ingolf H. Krüger, Walter Phillips, Michael Meisinger
September 2005 **Proceedings of the 5th ACM international conference on Embedded software EMSOFT '05**
Publisher: ACM Press
Full text available: 🗎 pdf(272.87 KB)   Additional Information: full citation, abstract, references, index terms

The correct interplay among components in a distributed, reactive system is a crucial development task, particularly for embedded systems such as those in the automotive domain. Model-based development is a promising means for capturing key structural and behavioral requirements *before* implementing code. Current development approaches focus on components as the central development entity, leaving component integration as a separate and error-prone task in later stages of the system develo ...

Keywords: RT CORBA, code generation, components, quality of service, runtime monitoring, service engineering, services

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21 Combining software synthesis and hardware/software interface generation to meet   ▬
❦ hard real-time constraints
Steven Vercauteren, Jan Van Der Steen, Diederik Berkest
January 1999 **Proceedings of the conference on Design, automation and test in
Europe**
Publisher: ACM Press
Full text available: 🗎 pdf(127.72 KB)   Additional Information: full citation, index terms

22 Energy-Aware Communication and Task Scheduling for Network-on-Chip   ▬
Architectures under Real-Time Constraints
Jingcao Hu, Radu Marculescu
February 2004 **Proceedings of the conference on Design, automation and test in
Europe - Volume 1**
Publisher: IEEE Computer Society
Full text available: 🗎 pdf(154.78 KB)   Additional Information: full citation, abstract, index terms

> In this paper, we present a novel Energy-Aware Scheduling (EAS) algorithm which
> statically schedules both communication transactions and computation tasks onto
> heterogeneousNetwork-on-Chip (NoC) architectures under real-time constraints. Our
> algorithm automatically assigns tasks onto different processing elements and then
> schedules their execution. At the same time, the algorithm also takes into consideration
> the exact communication delay by scheduling communication transactions in parallel.
> As ...

23 Strategic directions in artificial intelligence   ▬
❦ Jon Doyle, Thomas Dean
December 1996 **ACM Computing Surveys (CSUR)**, Volume 28 Issue 4
Publisher: ACM Press
Full text available: 🗎 pdf(243.02 KB)   Additional Information: full citation, references, index terms

24 Using self-diagnosis to adapt organizational structures   ▬
❦ Bryan Horling, Brett Benyo, Victor Lesser
May 2001 **Proceedings of the fifth international conference on Autonomous agents**
Publisher: ACM Press

Full text available: 🗎 pdf(109.37 KB)   Additional Information: full citation, abstract, references, citings, index
terms

> The specific organization used by a multi-agent system is crucial for its effectiveness and

efficiency. In dynamic environments, or when the objectives of the system shift, the organization must therefore be able to change as well. In this paper we propose using a general diagnosis engine to drive this process of adaptation, using the \tems\ modeling language as the primary representation of organizational information. Results from experiments employing such a system in the Producer-Cons ...

Keywords: organization and social structure, organization self-design

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25 Specifying timing constraints for real-time tasks using the HECTOR run-time environment
Yongheng Duan, Marion Harmon
April 1999 **Proceedings of the 37th annual Southeast regional conference (CD-ROM)**
Publisher: ACM Press
Full text available: pdf(18.52 KB)　　Additional Information: full citation, index terms

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26 Knowledge based fault management for OSI networks
Celia A. Joseph, A. Sherzer, K. Muralidhar
June 1990 **Proceedings of the 3rd international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1 IEA/AIE '90**
Publisher: ACM Press

Full text available: pdf(826.21 KB)　　Additional Information: full citation, abstract, references, citings, index terms

The OSI Fault Management system (OSIFaM) is an evolving knowledge-based system for fault management of Open System Interconnection (OSI) networks. Our goal is to develop a knowledge-based tool that will reduce the expertise needed to recognize, diagnose and correct faults in OSI networks. For our first implementation, we are focusing on MAP 3.0 networks. This paper provides an overview of fault management in general, a brief survey of other fault management developments, the characteristics ...

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27 Deadline-monotonic software scheduling for the co-synthesis of parallel hard real-time systems
P. Altenbernd
March 1995 **Proceedings of the 1995 European conference on Design and Test**
Publisher: IEEE Computer Society
Full text available: pdf(688.81 KB)
　　　　　　　　　Publisher Site　　Additional Information: full citation, abstract, citings

This paper focuses on software scheduling in hard real-time embedded systems. It uses the deadline-monotonic scheduling heuristics, where the analysis whether the hard real-time conditions are met, is done by a schedulability test. The test presented in this paper overcomes the problems of existing approaches with parallel communicating tasks. The essential of the test is, that the communication caused precedence constraints are mapped to minimum-maximum offset intervals, to deal with multiperio ...

Keywords: co-synthesis, communication caused precedence constraints, computer aided software engineering, deadline-monotonic software scheduling, embedded systems, fixed offset values, minimum-maximum offset intervals, multiperiod systems, parallel communicating tasks, parallel hard real-time systems, parallel programming, processor scheduling, real-time systems, schedulability test, scheduling

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28 Preemptive Scheduling with Release Times, Deadlines, and Due Times
Charles Martel
July 1982 **Journal of the ACM (JACM)**, Volume 29 Issue 3

Publisher: ACM Press
Full text available: pdf(898.00 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

29 <u>DA STANDARDS ACTIVITIES:: Summary: Standard Package Position Papers VHDL</u> <u>Model Standards Group</u>
Lisa Asher
December 1988 **ACM SIGDA Newsletter**, Volume 18 Issue 3-4
Publisher: ACM Press
Full text available: pdf(2.29 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

The following are abridged versions of position papers being used by the IEEE/DASS in developing the IEEE VHDL standard. These were supplied by Jim Armstrong who is Chairman of the VHDL Model Subgroup. Complete versions of the papers and minutes of the IEEE VHDL Subgroup are archived at the IEEE Computer Society. For further information call Rick Cain at 202-371-0101. I believe that sometime in the fall of 89 *Design and Test* will publish a special issue on the VHDL standard based on the f ...

30 <u>Scheduling real-time traffic with deadlines over a wireless channel</u>
Sanjay Shakkottai, R. Srikant
January 2002 **Wireless Networks**, Volume 8 Issue 1
Publisher: Kluwer Academic Publishers
Full text available: pdf(244.76 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Recently, there has been widespread interest in the extension of data networks to the wireless domain. However, scheduling results from the wireline domain do not carry over to wireless systems because wireless channels have unique characteristics not found in wireline channels, namely, limited bandwidth, bursty channel errors and location-dependent channel errors.In this paper, we study the problem of scheduling multiple real-time streams with deadlines, over a shared channel. We show that, in ...

Keywords: Quality-of-Service, bursty channels, real-time traffic, scheduling

31 <u>Object-oriented real-time language design: constructs for timing constraints</u>
Yutaka Ishikawa, Hideyuki Tokuda
September 1990 **ACM SIGPLAN Notices , Proceedings of the European conference on object-oriented programming on Object-oriented programming systems, languages, and applications OOPSLA/ECOOP '90**, Volume 25 Issue 10
Publisher: ACM Press
Full text available: pdf(1.10 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We propose a new object-oriented programming language called RTC++ for programming real-time applications. RTC++ is an extension of C++ and its features are to specify i) a real-time object which is an active entity, ii) timing constraints in an operation as well as in statements, and iii) a periodic task with rigid timing constraints. In this paper, we first discuss real-time programming issues and what language support should be provided for building real-time applications. The ...

32 <u>Session 1B: bidding and bargaining agents I: Multi-issue negotiation under time</u> <u>constraints</u>
Shaheen S. Fatima, Michael Wooldridge, Nicholas R. Jennings
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1**
Publisher: ACM Press
          Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

Full text available: 📄 pdf(148.83 KB)   terms

This paper presents a new model for multi-issue negotiation under time constraints in an incomplete information setting. In this model the order in which issues are bargained over and agreements are reached is determined endogenously as part of the bargaining equilibrium. We show that the sequential implementation of the equilibrium agreement gives a better outcome than a simultaneous implementation when agents have like, as well as conflicting, time preferences. We also show that the equilibriu ...

Keywords: agendas, game theory, negotiation

33 Test: A constraint-based solution for on-line testing of processors embedded in real-time applications
Marcelo Moraes, Érika Cota, Luigi Carro, Flávio Wagner, Marcelo Lubaszewski
September 2005 **Proceedings of the 18th annual symposium on Integrated circuits and system design SBCCI '05**
Publisher: ACM Press
Full text available: 📄 pdf(133.86 KB)   Additional Information: full citation, abstract, references, index terms

Software-based self-test has been proposed as a low-cost strategy for on-line periodic testing of embedded processors. In this paper, we show that structural test programs composed only by regular deterministic self-test routines may be unfeasible in a real-time embedded platform. Hence, we propose a method to consciously select a set of test routines from different test approaches to compose a test program for an embedded processor. The proposed method not only ensures the periodical execution ...

Keywords: embedded processors, on-line testing, real-time systems, software-based self-test, test space exploration

34 An optimal synchronous bandwidth allocation scheme for guaranteeing synchronous message deadlines with the timed-token MAC protocol
Sijing Zhang, Alan Burns
December 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 6
Publisher: IEEE Press
Full text available: 📄 pdf(1.33 MB)   Additional Information: full citation, references, citings, index terms

Keywords: FDDI networks, real time communications, synchronous bandwidth, synchronous bandwidth allocation schemes, synchronous messages, timed-token medium access control protocol

35 Scheduling time-constrained instructions on pipelined processors
Allen Leung, Krishna V. Palem, Amir Pnueli
January 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(357.07 KB)   Additional Information: full citation, abstract, references, index terms

In this work we investigate the problem of scheduling instructions on idealized microprocessors with multiple pipelines, in the presence of precedence constraints, release-times, deadlines, and latency constraints. A latency of lij specifies that there must be at least lij time-steps between the completion time of instruction i and the start time of instruction j. A latency of

36 OOPM/RT: a multimodeling methodology for real-time simulation
Kangsun Lee, Paul A. Fishwick
April 1999 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 9 Issue 2

Publisher: ACM Press

Full text available: pdf(317.58 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

When we build a model of real-time systems, we need ways of representing the knowledge about the system and also time requirements for simulating the model. Considering these different needs, our question is "How can we determine the optimal model that simulates the system by a given deadline while still producing valid outputs at an acceptable level of detail?" We have designed OOPM/RT (Object-Oriented Physical Modeler for Real-Time Simulation) methodology. The OOPM/RT framewor ...

Keywords: model abstraction, model selection, modeling methodlogy, real-time simulation, real-time systems

37 <u>Scheduling time-critical instructions on RISC machines</u>

Krishna V. Palem, Barbara B. Simons

September 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 4

Publisher: ACM Press

Full text available: pdf(1.89 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present a polynomial time algorithm for constructing a minimum completion time schedule of instructions from a basic block on RISC machines such as the Sun SPARC, the IBM 801, the Berkeley RISC machine, and the HP Precision Architecture. Our algorithm can be used as a heuristic for RISC processors with longer pipelines, for which there is no known optimal algorithm. Our algorithm can also handle time-critical instructions, which are instructions that have to be completed by a specific ti ...

Keywords: NP-complete, RISC machine scheduling, compiler optimization, deadline, greedy algorithm, instruction scheduling, latency, pipeline processor, register allocation

38 <u>Miscellaneous: Value-maximizing deadline scheduling and its application to animation rendering</u>

Eric Anderson, Dirk Beyer, Kamalika Chaudhuri, Terence Kelly, Norman Salazar, Cipriano Santos, Ram Swaminathan, Robert Tarjan, Janet Wiener, Yunhong Zhou

July 2005 **Proceedings of the 17th annual ACM symposium on Parallelism in algorithms and architectures SPAA'05**

Publisher: ACM Press

Full text available: pdf(234.03 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We describe a new class of utility-maximization scheduling problem with precedence constraints, the *disconnected staged scheduling problem* (DSSP). DSSP is a nonpreemptive multiprocessor deadline scheduling problem that arises in several commercially-important applications, including animation rendering, protein analysis, and seismic signal processing. DSSP differs from most previously-studied deadline scheduling problems because the graph of precedence constraints among tasks within jobs ...

Keywords: animation rendering, deadline scheduling, multiprocessor job scheduling, simulation

39 <u>The Spring kernel: a new paradigm for real-time operating systems</u>

J. A. Stankovic, K. Ramamritham

July 1989 **ACM SIGOPS Operating Systems Review**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(1.17 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>, <u>index terms</u>

Next generation real-time systems will require greater flexibility and predictability than is

commonly found in today's systems. These future systems include the space station, integrated vision/robotics/AI systems, collections of humans/robots coordinating to achieve common objectives (usually in hazardous environments such as undersea exploration or chemical plants), and various command and control applications. The Spring kernel is a research oriented kernel designed to form the basis of a fl ...

40 On real-time transactions

John A. Stankovic, Wei Zhao
March 1988 **ACM SIGMOD Record**, Volume 17 Issue 1

Publisher: ACM Press

Full text available: pdf(858.69 KB)   Additional Information: full citation, abstract, citings, index terms

Next generation real-time systems will require greater flexibility and predictability than is commonly found in today's systems. These future systems include the space station, integrated vision/robotics/AI systems, collections of humans/robots coordinating to achieve common objectives (usually in hazardous environments such as undersea exploration or chemical plants), and various command and control applications. The complexity of such systems due to timin ...

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41 **Session 1B: bidding and bargaining agents I: A negotiation model of incomplete information under time constraints**
Cao Da-Jun, Xu Liang-Xian
July 2002　**Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1**
Publisher: ACM Press
Full text available: 📄 pdf(233.79 KB)　Additional Information: full citation, abstract, references, index terms

As far as the architecture of one-to-one negotiation for practical use is concerned, what kind of equilibrium strategy should a negotiation agent follow when it faces the pressure of its deadline, as well as the uncertainties about the types and the deadlines of its opponents? This paper presents a strategic model for negotiation of alternative offers with a formal game theory, gives a definition of equilibrium combination for negotiation of alternative offers, provides equilibrium strategies ba ...

Keywords: agent, bargaining, game theory, negotiation

42 **Energy-conserving feedback EDF scheduling for embedded systems with real-time constraints**
Ajay Dudani, Frank Mueller, Yifan Zhu
June 2002　**ACM SIGPLAN Notices , Proceedings of the joint conference on Languages, compilers and tools for embedded systems: software and compilers for embedded systems LCTES/SCOPES '02**, Volume 37 Issue 7
Publisher: ACM Press
Full text available: 📄 pdf(224.68 KB)　Additional Information: full citation, abstract, references, citings, index terms

Embedded systems have limited energy resources. Hence, they should conserve these resources to extend their period of operation. Recently, dynamic frequency scaling (DFS) and dynamic voltage scaling (DVS) have been added to a various embedded processors as a means to increase battery life. A number of scheduling techniques have been developed to exploit DFS and DVS for real-time systems to reduce energy consumption. These techniques exploit idle and slack time of a schedule. Idle time can be con ...

Keywords: dynamic voltage scaling, real-time systems, scheduling

43 **Resource constrained scheduling: Multiprocessor synthesis for periodic hard real-time tasks under a given energy constraint**
Heng-Ruey Hsu, Jian-Jia Chen, Tei-Wei Kuo
March 2006　**Proceedings of the conference on Design, automation and test in Europe:**

Proceedings DATE '06
Publisher: European Design and Automation Association
Full text available: pdf(239.22 KB)   Additional Information: full citation, abstract, references

The energy-aware design for electronic systems has been an important issue in hardware and/or software implementations, especially for embedded systems. This paper targets a synthesis problem for heterogeneous multiprocessor systems to schedule a set of periodic real-time tasks under a given energy consumption constraint. Each task is required to execute on a processor without migration, where tasks might have different execution times on different processor types. Our objective is to minimize t ...

Keywords: energy-aware systems, multiprocessor synthesis, real-time systems, task partitioning, task scheduling

44 Distributed deadlock detection in Ada run-time environments

Chia-Shiang Shih, John A. Stankovic
December 1990 **Proceedings of the conference on TRI-ADA '90**
Publisher: ACM Press
Full text available: pdf(1.66 MB)   Additional Information: full citation, abstract, references

Distributed deadlock detection has been studied in distributed database systems and distributed timesharing operating systems, but has not been widely used in real-time systems such as Ada runtime environments. In this paper we are interested in explicitly tying the formal properties of deadlock algorithms to Ada and its runtime system. We analyze and categorize the deadlock problem in Ada environments into four levels of complexity by using Knapp's hierarchy of deadlock models. To fully su ...

45 Compile-time dynamic voltage scaling settings: opportunities and limits

Fen Xie, Margaret Martonosi, Sharad Malik
May 2003 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2003 conference on Programming language design and implementation PLDI '03**, Volume 38 Issue 5
Publisher: ACM Press
Full text available: pdf(291.26 KB)   Additional Information: full citation, abstract, references, citings, index terms

With power-related concerns becoming dominant aspects of hardware and software design, significant research effort has been devoted towards system power minimization. Among run-time power-management techniques, dynamic voltage scaling (DVS) has emerged as an important approach, with the ability to provide significant power savings. DVS exploits the ability to control the power consumption by varying a processor's supply voltage (V) and clock frequency (f). DVS controls energy by scheduling diffe ...

Keywords: analytical model, compiler, dynamic voltage scaling, low power, mixed-integer linear programming

46 Scheduling time-critical instructions on RISC machines

Krishna Palem, Barbara Simons
December 1989 **Proceedings of the 17th ACM SIGPLAN-SIGACT symposium on Principles of programming languages**
Publisher: ACM Press
Full text available: pdf(1.17 MB)   Additional Information: full citation, abstract, references, citings, index terms

An instruction or a set of instructions can be considered time critical if their execution is required to free up a resource. Time critical instructions might be used to make shared resources such as registers more quickly available for reuse; or they might be used for real time computations, portions of which are critical for the operation of some piece of equipment. In this paper we present a polynomial time algorithm for optimally scheduling instructions with or without time critical con ...

47 Scheduling real-time traffic with deadlines over a wireless channel

Sanjay Shakkottai, R. Srikant

August 1999 **Proceedings of the 2nd ACM international workshop on Wireless mobile multimedia**

Publisher: ACM Press

Full text available: pdf(946.87 KB)   Additional Information: full citation, references, citings, index terms

48 Position papers: An overview of the Rialto real-time architecture

Michael B. Jones, Daniel L. McCulley, Alessandro Forin, Paul J. Leach, Daniela Roşu, Daniel L. Roberts

September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications**

Publisher: ACM Press

Full text available: pdf(796.01 KB)   Additional Information: full citation, abstract, references, citings

The goal of the Rialto project at Microsoft Research is to build a system architecture supporting coexisting independent real-time (and non-real-time) programs. Unlike traditional embedded-systems real-time environments, where timing and resource analysis among competing tasks can be done off-line, it is our goal to allow multiple independently authored real-time applications with varying timing and resource requirements to dynamically coexist and cooperate to share the limited physical resource ...

49 Scheduling real-time transactions: a performance evaluation

Robert K. Abbott, Hector Garcia-Molina

September 1992 **ACM Transactions on Database Systems (TODS)**, Volume 17 Issue 3

Publisher: ACM Press

Full text available: pdf(2.93 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: deadlines, locking protocols, real-time systems

50 Session 8B: Real time scheduling and performance analysis: Efficient performance estimation for general real-time task systems

Hongchao Stephanie Liu, Xiaobo Sharon Hu

November 2001 **Proceedings of the 2001 IEEE/ACM international conference on Computer-aided design**

Publisher: IEEE Press

Full text available: pdf(146.90 KB)   Additional Information: full citation, abstract, references, index terms

The paper presents a novel approach to compute tight upper bounds on the processor utilization independent of the implementation for general real-time systems where tasks are composed of subtasks and precedence constraints may exist among subtasks of the same task. We formulate the problem as a set of linear programming (LP) problems. Observations are made to reduce the number of LP problem instances required to be solved, which greatly improves the computation time of the utilization bounds. Fu ...

51 System partitioning and timing analysis: Hardware-software cosynthesis of multi-mode multi-task embedded systems with real-time constraints

Hyunok Oh, Soonhoi Ha

May 2002 **Proceedings of the tenth international symposium on Hardware/software codesign**

Publisher: ACM Press

Full text available: pdf(452.60 KB)   Additional Information: full citation, abstract, references, citings, index terms

An embedded system is called multi-mode when it supports multiple applications by dynamically reconfiguring the system functionality. This paper proposes a hardware-software cosynthesis technique for multi-mode multi-task embedded systems with real-time constraints. The cosynthesis problem involves three subproblems: selection of appropriate processing elements, mapping and scheduling of function modules to the selected processing elements, and schedule analysis. The proposed cosynthesis framewo ...

Keywords: hardware-software cosynthesis, multi-mode, multi-task

52 Scheduling real-time transactions

Robert Abbott, Hector Garcia-Molina
March 1988 **ACM SIGMOD Record**, Volume 17 Issue 1
Publisher: ACM Press
Full text available: 📄 pdf(723.88 KB)   Additional Information: full citation, abstract, citings, index terms

Scheduling transactions with real-time requirements presents many new problems. In this paper we discuss solutions for two of these problems: what is a reasonable method for modeling real-time constraints for database transactions? Traditional hard real-time constraints (e.g., deadlines) may be too limited. May transactions have soft deadlines and a more flexible model is needed to capture these soft time constraints. The second problem we address is scheduling. Time constraints add a new d ...

53 CHAOSarc: kernel support for multiweight objects, invocations, and atomicity in real-time multiprocessor applications

Ahmed Gheith, Karsten Schwan
February 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 1
Publisher: ACM Press

Full text available: 📄 pdf(2.81 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

CHAOSarc is an object-based multiprocessor operating system kernel that provides primitives with which programmers may easily construct objects of differing types and object invocations of differing semantics, targeting multiprocessor systems, and real-time applications. The CHAOSarc can guarantee desired performance and functionality levels of selected computations in real-time applications. Such guarantees can be made despite poss ...

54 Dynamic voltage scaling for the schedulability of jitter-constrained real-time embedded systems

B. Mochocki, R. Racu, R. Ernst
May 2005 **Proceedings of the 2005 IEEE/ACM International conference on Computer-aided design ICCAD '05**
Publisher: IEEE Computer Society
Full text available: 📄 pdf(256.63 KB)   Additional Information: full citation, abstract

Jitter is a critical problem for the design of both distributed embedded systems and real-time control systems. This work considers meeting the completion jitter constraints of a set of independent, periodic, hard real-time tasks scheduled according to a preemptive fixed-priority scheme. Control over completion jitter is achieved by judiciously applying dynamic voltage scaling (DVS). Through simulation, the proposed method is shown to be an effective tool to meet jitter constraints on a variety ...

55 A tool for the deterministic scheduling of real-time programs implemented as periodic Ada tasks

E. W. Giering, T. P. Baker
September 1994 **ACM SIGAda Ada Letters , Proceedings of the second international symposium on Environments and tools for Ada SETA2**, Volume XIV Issue SI
Publisher: ACM Press

Full text available: pdf(1.57 MB)   Additional Information: full citation, abstract, index terms

In this paper, we describe an experimental tool for the scheduling and execution of real-time programs on a single processor. This tool accepts a real-time program implemented as a system of periodic tasks written in a subset of Ada. It translates the program into equivalent Ada source code in which the task bodies are executed by a run-time dispatcher according to a deterministic, cyclic schedule. The schedule is represented as a table of scheduling actions describing the execution of the progra ...

56 CASPER: concurrent hardware-software co-synthesis of hard real-time aperiodic and periodic specifications of embedded system architectures

B. P. Dave, N. K. Jha
February 1998 **Proceedings of the conference on Design, automation and test in Europe**
Publisher: IEEE Computer Society
Full text available: pdf(69.57 KB)   Additional Information: full citation, abstract, references, citings, index terms
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Hardware-software co-synthesis of an embedded system requires mapping of its specifications into hardware and software modules such that its real-time and other constraints are met. Embedded system specifications are generally represented by acyclic task graphs. Many embedded system applications are characterized by aperiodic as well as periodic task graphs. Aperiodic task graphs can arrive for execution at any time and their resource requirements vary depending on how their constituent tasks an ...

Keywords: aperiodic task graphs, allocation, distributed systems, embedded systems, hardware-software co-synthesis, scheduling, system synthesis.

57 Implementing soft real-time agent control

Régis Vincent, Bryan Horling, Victor Lesser, Thomas Wagner
May 2001 **Proceedings of the fifth international conference on Autonomous agents**
Publisher: ACM Press

Full text available: pdf(124.50 KB)   Additional Information: full citation, abstract, references, citings, index terms

Real-time control has become increasingly important as technologies are moved from the lab into real world situations. The complexity associated with these systems increases as control and autonomy are distributed, due to such issues as precedence constraints, shared resources, and the lack of a complete and consistent world view. In this paper we describe a real-time environment requiring distributed control, and how we modified our existing multi-agent technologies to meet this need. T ...

58 Shortest-path algorithms for real-time scheduling of FIFO tasks with minimal energy use

Bruno Gaujal, Nicolas Navet, Cormac Walsh
November 2005 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 4 Issue 4
Publisher: ACM Press
Full text available: pdf(381.65 KB)   Additional Information: full citation, abstract, references, index terms

We present an algorithm for scheduling a set of nonrecurrent tasks (or jobs) with FIFO real-time constraints so as to minimize the total energy consumed when the tasks are performed on a dynamically variable voltage processor. Our algorithm runs in linear time and thus, in this case, is an improvement over the classical algorithm of Yao et al. It was inspired by considering the problem as a shortest-path problem. We also propose an algorithm to deal with the case where the processor has only a l ...

Keywords: Real-time systems, low-power design, scheduling, voltage scaling

59 Low power SOCs and NOCs: Energy-efficient dual-voltage soft real-time system with (m,k)-firm deadline guarantee

Shaoxiong Hua, Gang Qu

September 2004 **Proceedings of the 2004 international conference on Compilers, architecture, and synthesis for embedded systems**

Publisher: ACM Press

Full text available: pdf(292.73 KB)   Additional Information: full citation, abstract, references, index terms

Soft real-time systems can tolerate some occasional deadline misses. This feature provides a unique opportunity to reduce system's energy consumption. In this paper, we study the system with (m,k)-firm deadline, a popular model for soft real-time systems. It basically requires at least m successful completions in any k consecutive executions. Our goal is to design such system with dual supply voltages for energy efficiency. To reach this goal, we first propose an on-line greedy deterministic sch ...

Keywords: (m,k)-firm, dynamic voltage scaling, low-power, soft real-time

60 HW/SW codesign of an engine management system

M. Baleani, A. Ferrari, A. Sangiovanni-Vincentelli, C. Turchetti

January 2000 **Proceedings of the conference on Design, automation and test in Europe**

Publisher: ACM Press

Full text available: pdf(89.22 KB)   Additional Information: full citation, references, index terms
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This is a reminder that the **deadline** to receive title and 1 page abstract ... **Fault Diagnosis**,
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AI&ES: Symposium
The submission **deadline** is past. Open registration will be available through AAAI ... 12:00-
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Publications SIGMA 2 (since 1997)
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Fault Diagnosis and Tolerance in Cryptography (FDTC), Oct. 10, 2006; ...
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